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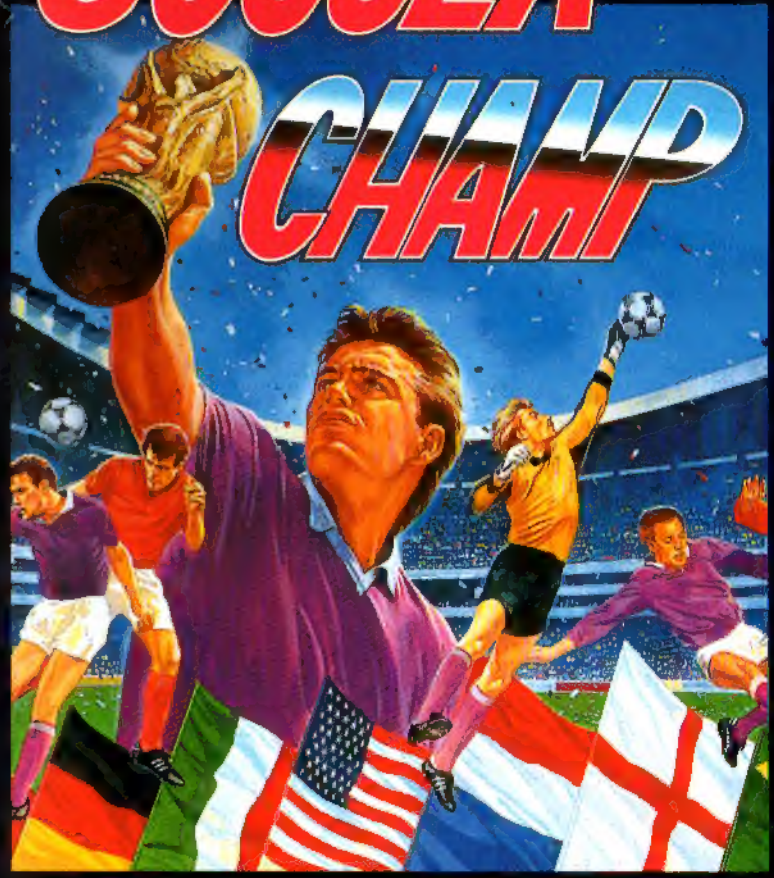
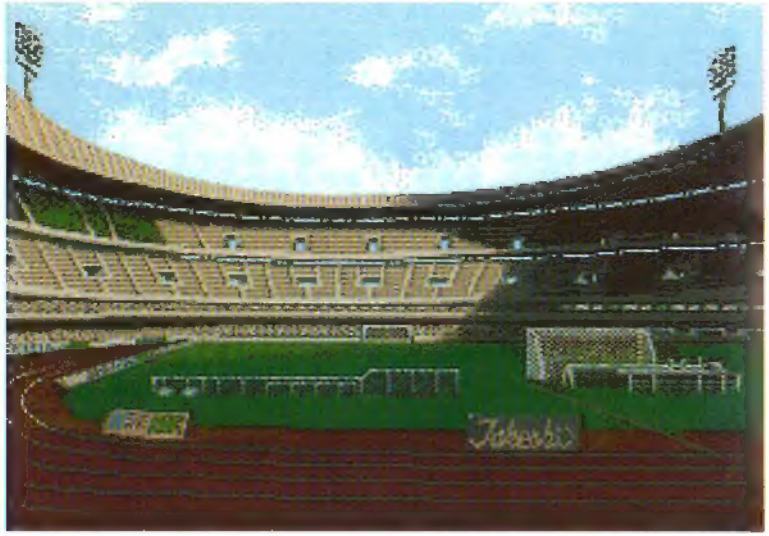
SUPER SOCCER CHAMP™



SUPER NINTENDO ENTERTAINMENT SYSTEM



Now, competitive soccer at its best—Taito's SUPER SOCCER CHAMP lets you Captain the best teams in the world! Challenge the computer or a friend to find out who's really CHAMP.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

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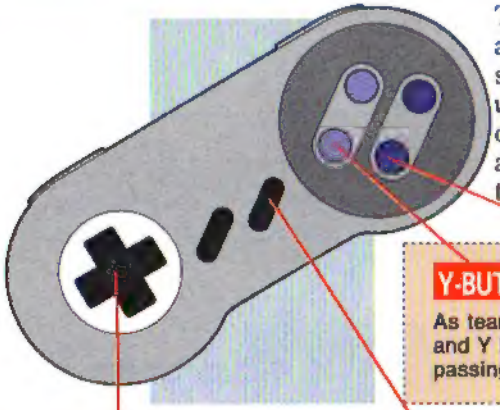
SUPER SOCCER CHAMP™

Game Format

Soccer may be a team sport, but now you get to be the team! Your opponent can be either the computer or another player, or you and a friend can take on the computer together. SUPER SOCCER CHAMP has a number of different playing modes. Once you start winning matches, your team moves on to tougher rounds. You can't achieve number one ranking, though, until you've defeated all seven opposing world-class soccer teams!

THE CONTROLLER



The B and Y Buttons are crucial to your soccer skills. You will use them to take the offensive and defensive actions necessary to win.

Y-BUTTON **B-BUTTON**

As team leader, use the B and Y Buttons to control passing and shooting.

CONTROL PAD

Use the Control Pad to make your players move, pass and shoot in eight directions.

START

Press Start to pick your team, start the game, or to pause.

STARTING THE GAME

Once you've turned on the game, wait until the word START appears on the title screen and then push the Start button. A menu will appear, offering you different game options. After that, you'll pick your team.

The various game options are described on Page 6. For both game and team selections, use the Control Pad to highlight your choice, press B, and then push Start. Use Y to cancel.

THE ACE STRIKER

Each team offers you four Ace Strikers to choose from. Pick one by using the Control pad and B, as before.

The Ace will make faces during the game to show you how it's going.

GAME OPTIONS

SUPER SOCCER CHAMP offers you six different ways to play the game. Each mode is a challenge, pitting you against the computer or another player. If you choose to play against the computer, you can study its strategy to learn offensive and defensive techniques.

1P VS COMPUTER

You against the computer. If you win, your team moves to the next round. If you lose, you can continue with the same teams.

1P, 2P VS COMPUTER

You and a friend challenge the computer. This will be tough, so each of you is allowed to choose an Ace Striker.

1P VS 2P

If you would rather take on an opponent you can see, select this. You both get an Ace Striker to duel with.

PK GAME I

This is you against the computer in an all out, win or lose, penalty kick match. Six members from each team get a shot.

PK GAME II

The difference here is that two players challenge the computer in a penalty kick game. Each player can make three kicks.

PK GAME III

Player one goes up against player two in a penalty game. You'll have to be on your toes for this one.

OPTION MODE

Select Option from the Game Mode Menu to access a new menu. Here you can choose sound effects, set the time limit per match, and observe the many moves of your players. Push the Control Pad up or down to move, and left or right to select an option.

AUDIO TEST

SUPER SOCCER CHAMP has a variety of sound effects and background music. To hear a sample, highlight one and then press B.

TIMER

You can choose 3, 4, or 5 minute matches. The time limit you set will last until you change teams or start over.

MONO/STEREO

To really feel the roar of the crowd, choose Stereo. A team needs all the support it can get.

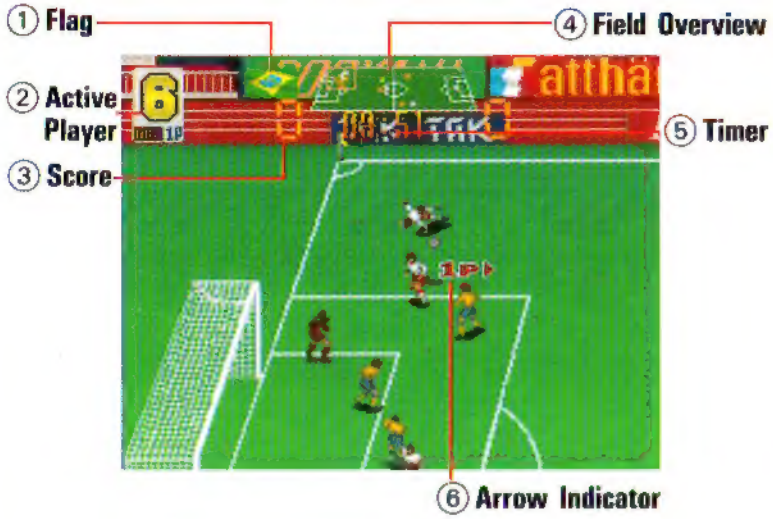
EXIT

To return to the Game Mode Menu, select Exit and press B.

TUTORIAL

This option shows you the basic soccer moves and how to make your player perform them. Push B to advance.

THE GAME SCREEN



① Flag

Your team's flag appears on the left. The opposing team's flag is at the right.

② Active Player

Shows which player has the ball or is closest. If it's the Ace, his face appears.

③ Score

Look here to see the score. Your team's is left; the opposing team's is right.

④ Field Overview

This displays the entire soccer field and the location of all players.

⑤ Timer

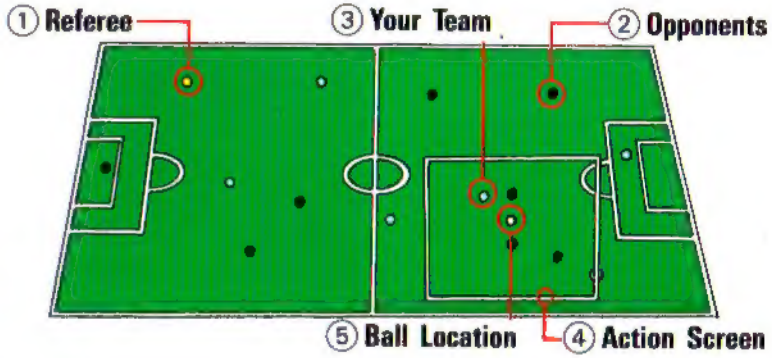
The Timer shows how much time you have left to win (or lose!) the match.

⑥ Arrow Indicator

An arrow will appear above the player currently under your control.

FIELD OVERVIEW

Keep an eye on the field overview while playing. It helps you keep track of where your team, the opposing team, and the ball are on the field so you can plan effective strategy.



① Referee

The Ref appears as a yellow blip. Don't try any shady tricks when he's nearby.

② Opponents

The location of the opposing team will be indicated with the color of their jerseys.

③ Your Team

Your team will be displayed in the color you've chosen. Also, you'll see the arrow.

④ Action Screen

A little box will appear to outline which part of the field is being displayed.

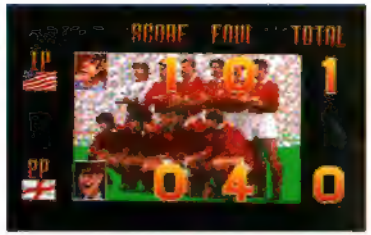
⑤ Ball Location

The ball position will be indicated with a white blip on the Field Overview.

GAME OVER

STATS

The statistics for your team's performance appear after every match. The stats will accumulate through each match if you are winning. If you lose, the stats only reflect the game just played. Penalty kicks aren't tracked.



CONGRATULATIONS!!
YOU'VE JUST MOVED UP TO THE NEXT ROUND!

CONTINUE

If you win, the next match starts immediately. If you lose, the Game Over screen appears, and you can Continue.

To Continue, select Yes with the Control Pad and push Start. You will then begin a new match with the same team, against the same opposing team. Or you can choose No to quit or start over.

THE PENALTY KICK

If the match ends with no score or a tie, there will be a series of penalty kicks. Each team gets six tries at making a penalty kick. The team which makes the most goals wins.

RULES

Player one kicks first while the opponent defends. The two teams alternate kicking and defending until each has tried six kicks. If there is still no score, the penalty kicking continues as sudden death—the first team to score wins.

GOAL KEEPER

If you are playing a PK Game, you can make the Goalie move in 8 directions with the Control Pad, jump with B or Y, and dive left or right with the Pad and buttons together.

THE KICKER

Press and hold Y to begin and make a fast shot. Push B and hold to make slower shots.

OFFENSIVE PLAY

The computer handles basic maneuvers, like dribbling, so you can focus on strategy. It also selects the moves your players make when you push B or Y, based on their situation.

PASSING/KICKING

Hit Y or B while your player is running. They do different things, depending on his location. In the field, Y is a low pass, near the goal it's a fast shot. B is a high, slow pass or a less effective shot.

JUGGLING

Push Y repeatedly while your player is standing still and he'll juggle. Juggling helps you set up for transferring the ball with heel kicks or overhead shots. It's an effective means of controlling the ball.

DIVING HEADER

If your player is running straight toward the ball as it is passed to him, push B. He will dive forward and strike the ball with his forehead. This is a good maneuver for goal shots and defensive clearing.

VOLLEY KICK

If the ball is passed straight toward your player and he is facing it, push B or Y. Your man will strike the ball out of the air for a quick goal or pass. The defense has difficulty in blocking this type of kick, so it's useful when your player needs to clear a block.

JUMPING VOLLEY KICK

The jumping volley kick should be attempted if your active player is receiving the ball from an angle. Push the Control Pad to aim the kick and at the same time hit B or Y. The player will make a high jump and strike the ball in the air. This is an effective passing technique.

OVERHEAD KICK

When your player is receiving the ball and needs to pass it right on to a teammate behind him, try this overhead kick. While the ball is in the air and approaching, press the Control Pad toward the teammate behind your player and push Y. Your man will back flip, kicking the ball.

HOLD

If you are dribbling down the field, and an opponent tries to tackle you, your player may jump over him while holding the ball between his knees. The computer performs this move, but not every time. You may still lose the ball.

HEEL LIFT

To do the Heel Lift, your player needs to be juggling the ball. Then, to pass the ball forward over his head and his opponent's, push the Control Pad in the direction your player is facing. At the same time, push Y.

HEEL PASS

Your player must have the ball in his control to make a heel pass backward to a teammate. Push the Control Pad toward the teammate behind your player and press B at the same time. This move can get you out of a block.

CONTINUOUS PASSING AND SHOOTING

Work On Player Positioning

The most effective offense consists of rapid ball movement between your players. Bring it down field fast and try for a goal. Pass to the player nearest the net and do an overhead kick.

FOULING

THROW IN

When the ball is knocked out of bounds, the opposing team throws it in. If that's you, aim with the Control Pad.

PENALTY KICK

The penalty areas are the boxes in front of the goals. Any foul committed there gives the other team a PK.

DEFENSIVE PLAY

Only in SUPER SOCCER CHAMP can you choose to commit a foul. Your player can punch, pull or kick to regain possession of the ball. Another defensive strategy is "marking." That means guarding opposing players one-on-one with your men.

Even though you can foul, the Referee may call it. However, he doesn't see very well from a distance and he runs slowly. Then, too, if he gets knocked down and can't watch...

SHOULDER CHARGE

To make a shoulder charge, your player must be running close to the opposing player who has the ball. Once you're keeping up, press Y. Your player will knock the other man off balance and have a chance at the ball.

SLIDE TACKLE

Run your player toward the opponent with the ball. Before you get too close, push Y and aim with the Control Pad. Keep in mind that after a Sliding Tackle, it takes your player a few seconds to get on his feet.

PUNCH

To punch, your player must stand by the man with the ball and face him. Then press the B Button. This is an effective, but risky, means of recovering possession.

JUMPING KNEE KICK

This is effective for stealing the ball in a crowd or open field. Run toward the ball carrier. When you get close, push B. Remember that it's easy to foul with this move.

PULLING

Your player can grab the ball carrier's shirt to hold him up and give your team a chance to regain possession. Stand behind your opponent and push B. Be sure to face him.

YELLOW CARDS

There's a price to pay for breaking the rules. If one of your players gets caught fouling, the Referee gives him a yellow card. When a player earns three yellow cards he's expelled from the game. You will automatically lose if two of your players are kicked out.

GOAL KEEPER

Because you need to concentrate on your offensive strategy, the computer controls your goal keeper and blocks most shots. You gain control of the goalie when he has the ball.

THROW

Throwing the ball is the goal keeper's most accurate means of returning it to play. This way, you can aim it right at your best player. To throw the ball, position your goalie. Push the Control Pad and B simultaneously.

PUNT KICK

When your goal keeper catches the ball, he can drop-kick it down field like a football punt. The punt kick will move the ball a long way, but with poor aim. Position your goalie, then press the Control pad and Y together.

GOAL KICK

When a goal shot is attempted and missed, your goal keeper gets to make a goal kick. This is done just like a punt kick, except you can push either the B or Y Button. You cannot throw in this situation.

SUPER SHOOT

Every Ace Striker can Super Shoot in certain situations. Super Shooting is performing one of the eight extremely difficult kicks that only experienced Aces know. They are rarely seen.

One Hand Volley	High Jump Header
The Ace balances on one hand to kick way out for a passing ball.	At the top of a high leap; the Ace hits the ball and flips down.
Back Flip Kick	**Handstand Shot**
To gain momentum, the Ace makes several back flips before kicking.	With this grandstand move, the Ace balances on his hands to kick.
Rolling Shot	**Screw-Sliding Shot**
For greater power, the Ace spins into his kick and makes a strong hit.	Like a tornado, the Ace whirls into the ball and sends it flying.
Spin Shot	**Overspin Shot**
The Ace makes a flying cartwheel and kicks the ball in mid-air.	Flipping over and over, the Ace will strike the ball while airborne.

THE BEST OF THE BEST!

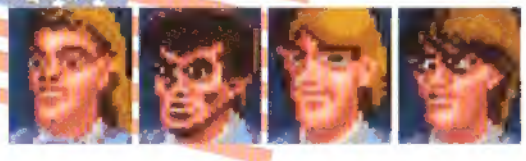
Like their respective countries, each team has its own strengths and weaknesses. Try the teams to see which you like best. What you learn may also help out when you go against them!

FRANCE

Like the French people, these men are artists. And they prefer studying to daily workouts.

USA

These players are like the 50 United States, solidly bonded. But they rely on that alone.



ITALY

The Italians have always been known as quick, well-coordinated players who hate standing still.

ENGLAND

The English players work hard. Their strength is that they play very well together.

BRAZIL

The sun shines brightly on the southern land of Brazil, making its soccer team brilliant.

ARGENTINA

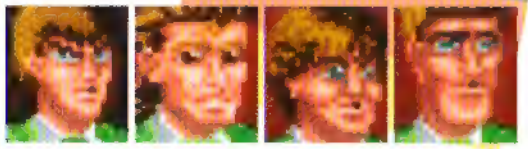
The Argentinean players know the value of regular practice along with careful studying.

HOLLAND

This country lies close to France, which may explain why the soccer teams have a similar playing style.

GERMANY

The Germans have always understood the value of a strong physical discipline and practice.



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This equipment generates and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart J interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the SNES with respect to the receiver
- Move the SNES away from the receiver
- Plug the SNES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer of and experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00354-4.

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